VicSoft

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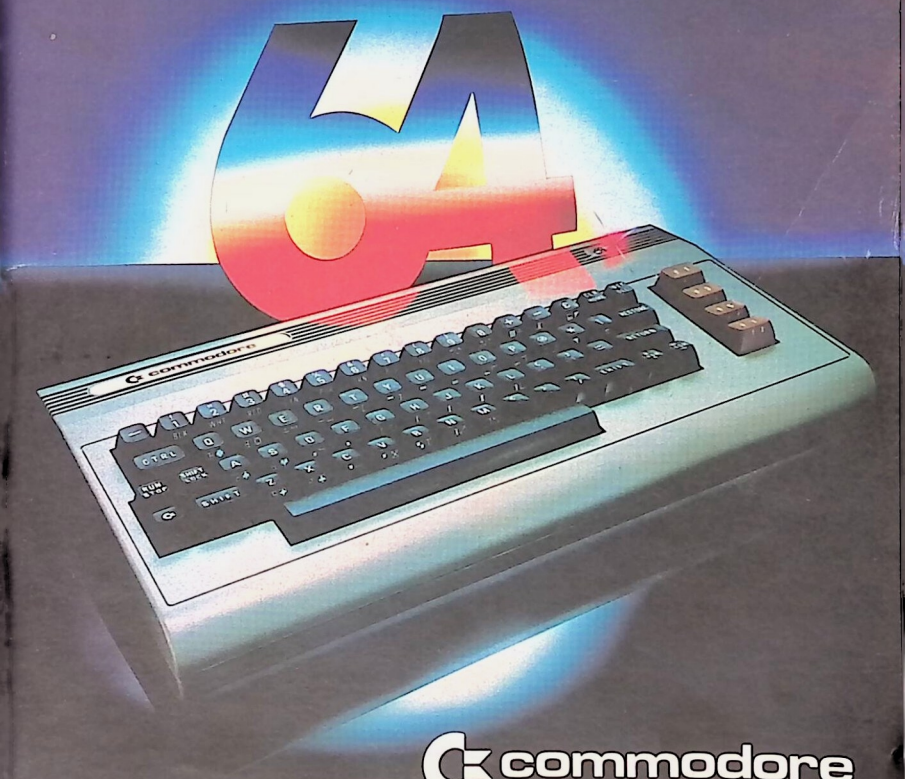

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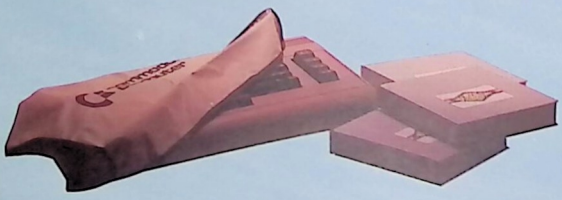
Greetings

We are pleased to be sending you this first issue of the VICSOFT Commodore 64 catalogue containing some exclusive new products for the 64. May we take this opportunity of thanking you for purshasing a Commodore 64 computer and welcome you to the rapidly expanding world of the 64 users. When you register your 64 guarantee with Commodore you became eligible for membership in the VICSOFT Club. As a member you will be able to enjoy special discounts and priviliges.

The Vicsoft CBM 64 Catalogue

Every Commodore 64 owner will receive the VICSOFT 64 catalogue four times a year. In addition to offering you all the latest products to use with your computer, each issue will contain hints, tips and information that will add to your understanding and enjoyment of your computer. This particular catalogue contains useful hints for the Commodore 64 users. The catalogue is designed so that you can leisurely peruse the best of the new range of 64 software products on offer — products that have been selected for two reasons: Top quality and value for money.



The VICSOFT Club

Commodore 64 users joining the VICSOFT Club have the opportunity to take advantage of the generous members' discounts on selected products in future catalogues. The annual subscription to VICSOFT is only £5.00.

As an introductory offer you will receive a Dust Cover and Diskette Box. Both absolutely free!

Future issues of the catalogue will contain special offers which will be available to members. These will include Computer Camps — Competitions — Training Courses — Visits to Computer Fairs, Exhibitions, etc. — all at special members' prices — *PLUS* VICSOFT members will also be given the first opportunity to purchase many new Commodore 64 products as they are introduced by Commodore.

H. Visser
Exlostraat 249
2545 XS 's-GRAVENHAGE

As you browse through this first issue of VICSOFT Commodore 64 catalogue you will see that it is worthy of a place on your bookshelf.

Ordering from this Catalogue

Members and non-members can order products from this catalogue using the special order form on pages 55 and 56. Providing you enclose your membership form and fee, you are entitled to take advantage of the Members' Special Offers features in future catalogues. Your membership card will be forwarded to you by return.

Barclaycard and Access card holders may order immediately by telephone (0753) 73638 (24 hours a day ordering service). You can even join VICSOFT by ringing our order phone.

DON'T MISS OUT! JOIN TODAY!

See page 57 for further details.

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LEARN BASIC AND ASSEMBLER

An Introduction to Basic — Part 1

Cassette (IBI 6420)
Diskette (IBI 6440)

This book is Part 1 of a two part course designed to train the novice computer user in every aspect of BASIC programming on the Commodore 64. This first part of the course covers the elementary aspects of BASIC so that by the end of the book the user can write useful, well designed BASIC programs.

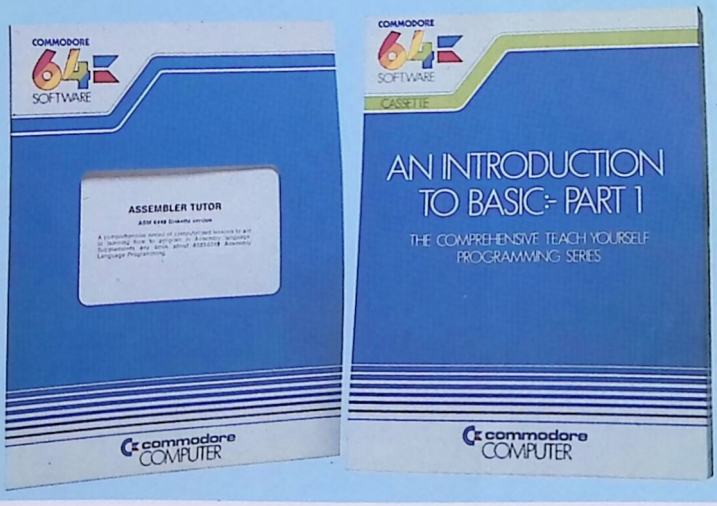
The course is divided into individual units, each of which covers one aspect of BASIC programming. To help the learning process, INTRODUCTION TO BASIC - PART 1 includes a diskette or two cassette tapes which contain example programs, questionaires on each topic covered in the book, and a stencil for drawing flow diagrams.

Assembler Tutor

Cassette (AST 6420)
Diskette (AST 6440)

The Assembler Tutor is an invaluable self-tutorial or teaching aid for would-be assembly language programmers or those wishing to expand their knowledge of 6510 Machine Code. The tutorial is divided into three modules. The first explains how data is held in memory and how logical operations work. The other two modules introduce you to the 6510 instruction set and inform how to link Machine Code with BASIC. All teaching is done on the screen and supplements the many books on this subject.

The package is available on diskette or cassette.



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Start Programming with Gortek and the Microchips

Cassette (GMC 6420)

This delightful product is a unique concept in teaching young people to program and couples a space adventure story with the lessons. Gortek teaches your child the fundamentals of BASIC as he prepares the Microchips to ward off an attack by the fearsome Zitrons!

Package includes:

- Over 40 page full colour story/ training book.
- Eleven cassette programs for the CBM 64 including educational games.
- A Gortek badge.

This product was especially designed for junior school children and above by three educators from Hampshire and is suitable for classroom as well as home use.

RABBIT SOFTWARE

Sprite/Graphics Editor

Cassette (VS64-0102)

A fully implemented software package designed to enable you to fully realise the graphic capabilities of your Commodore 64. This program will give you total control over sprites and user-defined characters to enhance your own programs. Fully linkable to any of your own software.

Escape M.C.P.

Cassette (VS64-0105)

The 6502 processor bites back. Yes, your computer has gone berserk and you have been de-atomized. You have to escape through nine levels of logic to survive but be warned that the MCP knows your escape plans and is hell-bent on destroying you!

Can you escape!

Pakacuda

Cassette (VS64-0106)

Have you ever dreamt of swimming in the deep blue Caribbean Sea? Well, here's your chance but fate has taken a cruel turn and turned you into a Barracuda. Swim around eating as many fish and electric eels as possible whilst fighting off attacks from the ravenous octupi.

Centropods

Cassette (VS64-0104)

You have been marooned on a hostile alien planet with only a blaster as a weapon. You must face wave after wave of hostile Centrons, avoiding spinning "buzzers", dropping missiles and sticky "glue pods"!

May the Force be with you!

Cyclons

Cassette (VS64-0107)

You are the Commander of the protective forces of Sol. Your mission is to destroy the warships from the dreaded Cytron Empire. First you must face the Cyclon fighters which try to lure you into making errors that will lead to your eventual destruction. Then the menacing Pulsar Death Ship will attack, chase you down and eliminate you!

Good Luck!

Monopole

Cassette (VS64-0101)

Take the famous board game home. Run around London buying as many properties as possible and developing them. Charge your opponent outrageous rents to bankrupt him but watch out you don't overtrade!

Annihilator

Cassette (VS64-0108)

Patrol the rocky terrain of a distant planetoid defending the humanoids from the clutches of the hovering Landers but watch out for the maniacal Baiters, Bombers, Pods and Swarmers.

EDUCATIONAL SOFTWARE FROM

commodore

Introduction

The home computer, combined with well planned and produced programming, is a valuable aid for examination revision. Students can work at their own pace; can have their performance assessed instantly; and all the tests so far undertaken show an extraordinarily high degree of student motivation.

Of the many different ways of tackling revision, a computer, as far as the students themselves are concerned, is top of the list every time. The Commodore 64 revision programs listed below have a great many interesting features and very few gimmicks. There are no flashing lights or rude noises to distract the student and the benefits of the large print on the Commodore 64 display are used to the full.

In all cases, editorial material, which is converted to 'data' for use by the programs, is specifically prepared for the Commodore 64 revision series by teachers and text book authors who are specialists in their subjects.

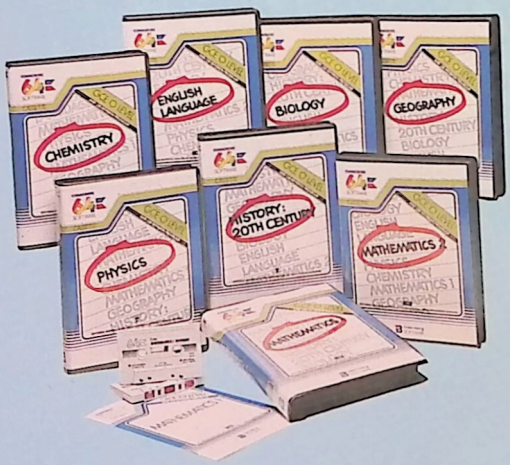
Commodore 64 GCE revision programs are designed to *test* the student's knowledge across the GCE/CSE syllabus for that subject. Students completing the tests will be given a very clear indication of those weak areas which require further revision.

The documentation for all the Revision programs contains extensive student notes which are prepared by the authors and are designed to be used alongside the program.

With the exception of Biology, where many of the questions are in a designed sequential order, all sections of the programs have an automatic randomising feature. This means that the questions are never presented to the student in the same order, thus avoiding the possibility of answers being learned parrot fashion.

Three kinds of tests may be chosen by the student: He may work against the clock, setting his own time limit. He may work through the test with the answers checked and the correct answers given to every question: or he may work through the test with all his results presented at the end of the test.

At the end of each test the screen displays the full results with a bar chart clearly indicating areas in need of further revision.



The Education programs available are:

English Language

(OLE 6420)

Cassette Based Only.
Editorial material for this program is supplied by International Correspondence School tutors. ICS is noted for the GCE pass rate of its students. The program follows the GCE/CSE syllabus and covers Composition, Summary, Comprehension, Spelling, Grammar and a General test covering different areas of the subject.

Contains 2 cassettes.

Biology (OLB 6420)

Cassette based only. Again, with editorial material supplied by ICS tutors, the program follows the GCE/CSE syllabus and covers The Nature and Variety of Living Organisms, Functions of Living Organisms, ie. nutrition, respiration, nervous system, the circulatory system, excretion, movement, reproduction; and The Biology of the Environment.

Contains 2 cassettes.

Geography (OLG 6420)

Cassette based only. This program follows the GCE/CSE syllabus. The topics covered for the United Kingdom are: Climate, Farming and Rural Settlement, Industry and Power Supplies, Transport and Trade and Populations and Towns. For the study of the world, topics covered include: Climate and Vegetation, Agriculture and Trade and World Development.

Contains 2 cassettes.

Mathematics 1

(OMI 6420)

Cassette based only. This program, with ICS data, begins with a General section with questions pertaining to different parts of the syllabus. The student's knowledge of Arithmetic, Algebra, Geometry and Trigonometry is then tested in that order; and the program ends with two tests of Short Questions and Longer Problems. This program is a mixture of modern and traditional mathematics and it is recommended that it is used in conjunction with the Mathematics 2 program.

Contains 2 cassettes.

Mathematics 2

(OM2 6420)

Cassette based only. Similar to Mathematics 1, with ICS data and more concerned with Traditional Mathematics, this program covers Arithmetic, Equations, Progressions, Functions, Calculus and Trigonometry.

Contains 2 cassettes.

History (OLH 6420)

Cassette based only. This program follows the GCE/CSE syllabus. The following topics of revision are covered: The Two World Wars, Peace and Democracy, Totalitarianism, Empires and the Commonwealth, both Communist and Capitalist Bloc countries, Great Power Relations and Emerging Nations.

Contains 2 cassettes.

Physics

(OLP 6420)

Cassette based only. The editorial material (data) for this program has been specially prepared in collaboration with Hodder and Stoughton Educational Publishing, one of the most respected suppliers of text books and project material for school use throughout the world. The program covers Charges and Circuits, Electricity and Magnetism, Electronics and Nucleonics, Waves and Sound, Light, Matter, Forces and Motion.

Contains 2 cassettes.

Chemistry (OLC 6420)

Cassette based only. Also specially prepared by Hodder and Stoughton, this program covers, Basic Techniques, The Periodic Table, Structure, Binding and Energy; Redox Reactions; Acids, Bases and Salts; Reactions and their rates; Analysis and Organic Chemistry.

Contains 2 cassettes.

VicSoft

Audiogenic LTD

The name of Audiogenic is already famous worldwide – it is synonymous for quality and innovation in the micro software field! Having built our reputation on our vast range of VIC Pack software for the VIC 20, we are pleased to announce the Software 64 range for the CBM 64.
We promise that we will search far and wide to bring you only the best in Games, Programming Aids, Utilities and Business programs for your CBM 64! These are our first releases, but remember – this is just the beginning . . .

Amazing 100% Machine Code Games!

Grandmaster (VS64-0253)

The chess program that beats all comers! Apart from being the strongest microchess program, Grandmaster has these amazing factilities . . .

- Square board for easy visualisation of moves
- 10 levels of play
- Hint function
- Force Grandmaster to make the move it is considering
- Automatic queening, castling and en passant
- Choice of colour scheme for user friendliness
- Change level
- Take back moves
- Start new game with reversed colours
- Automatic self play

Grandmaster comes on cassette in a presentation box with full manual.

Motor Mania

(VS64-0252)

A thrilling cross-country car race game. Drive your car as far as you can along motorway, B-road and dirt track sections, avoiding the various hazards – which include broken glass, potholes, logs, avalanche and other traffic! With full dashboard display. This program is a great demonstration of the Sprite graphics capabilities of the 64. Supplied on cassette.

Renaissance

(VS64-0251)

The CBM 64 version of our best selling VIC cartridge game. Renaissance is the state-of-the-art Othello board game with these great features . . .

- 9 levels of play
- Very strong at high levels
- Change sides
- Change levels
- Take back moves
- Hint function
- Set up situations
- Full joystick control

Renaissance is supplied on cassette with full instructions.

Software 64

Wordcraft 40

(VS64-0258)

The ultimate word processor for the CBM 64! Written in 100% machine code as Woodcraft will support tape files as well as disk files!

Wordcraft 40 features a built in Centronics Interface which allows you to print out to a parallel printer, such as the popular EPSON machine, by means of a simple cable (VS64-0256).

Of course, Wordcraft is also compatible with Commodore and RS232 printers.

Wordcraft 40 also gives you all these essential facilities . . .

- Full text control – margins, document width up to 99 columns, tabs, decimal tabs, justification, centering
- Full text manipulation – on-screen editing, moving blocks, search and replace, underlining and emboldening
- Name and address capabilities with full document merging facilities (ideal for mailing lists and standard letters!)
- Full compatibility with CBM printer, Centronics parallel and RS232C serial printers
- Scrolling screen display uncluttered by control characters
- Storage and retrieval with either tape or disk
- Choice of display colours

With Wordcraft 40 you can create name and address files, write a standard letter with gaps where the name and address should be, and command Wordcraft to print copies of the letter with the gaps filled with the name and addresses from the file. All these features add up to a package that will be invaluable in the running of small businesses, clubs, societies or hobby groups!

Wordcraft 40 features a new concept in user guides – an instruction manual specially written to guide you gently through those crucial first learning stages!

Monitor (VS64-0255) Printer Interface Cable

(VS64-0256)

The Audiogenic Monitor for the Commodore 64 is designed to take the misery out of machine code. The Monitor is completely transparent to other programs, and the uncluttered display makes it a joy to work with. The Audiogenic Monitor contains the standard TIM monitor commands plus the following indispensable commands . . .

- Assembler
- Disassembler
- Centronics interface
- Printing disassembler
- Quick trace
- Fill
- Hunt
- Transfer
- Step code

An exciting and innovative feature exclusive to the Audiogenic Monitor is the inclusion of the Centronics interface command. This allows the CBM 64 to directly interface via the user port to many types of high quality printer by means of a simple cable, available from Audiogenic. This means that CBM 64 owners can use a non-Commodore printer without having to buy an expensive interface. The same cable can be used to print out to parallel printers from Wordcraft 40.

Programming Aids, Languages and Utilities

Forth (VS64-0254)

Forth is a powerful and flexible structured language, ideal for people who are frustrated with the limitations of BASIC but are not ready for assembly language. Our version of Forth compiles down to machine code, making it many times faster than BASIC, so you can program your own fast action games etc. Audiogenic Forth uses standard Forth commands, but the great thing about Forth is that you can extend the language by defining your own commands. Audiogenic Forth also has these superior features . . .

- Full error messages instead of codes
- Scrolling screen editor
- Very powerful screen compression algorithms save memory space
- Comprehensive manual

Centronics Interface Cassette (VS64-0257)

This incredible machine code routine relocates to the top of memory, taking up only 256 bytes! It protects itself from BASIC, allowing you to load your BASIC program underneath and print out to a high quality parallel printer in place of the Commodore one. To complete the interface you need our (VS64-0256) Printer Interface Cable, described above.

KOBRA

KOBRA MICRO MARKETING is a leading distributor of high quality, low priced business and system products for the Commodore 64 computer. KOBRA is staffed by an enthusiastic team of business and computer specialists and is backed by the resources of Adda Computers Limited — Commodore's number one business micro computer dealer in the United Kingdom.

Sales Accounting

(VS64-0361)

Ideal for the prospective user still involved with a traditional accounting system. KESTREL SALES ACCOUNTING SYSTEM enables the user to converse with the computer in English. The 64 confirms that it understands, then instructs you how to proceed, and watches for operator errors. The KESTREL SALES ACCOUNTING SYSTEM produces totals, checks analyses and statements in a fraction of the time.
It will handle up to 300 sales ledger accounts, with up to 2000 transactions per month. Postings to the ledger can be invoices or credit notes, receipts or settlement discounts and debit or credit adjustments. An audit trail of all postings to the system can be printed, either just the current days entries (for batch checking), or all the transactions for the period to date. Enquiries can be made to report up to minute details of customer details and all transactions for that customer, and a printed copy may be taken if desired. Names and addresses may be printed on continuous labels. The outstanding debtors total can be displayed on the screen at any time.

The KESTREL SALES ACCOUNTING SYSTEM also allows for analysis of sales by up to 100 headings and each invoice can, on entry, be analysed by up to 4 sales categories. End of month processing totals up all the current month's transactions and automatically ages outstanding balances by one month.

Purchase Accounting

(VS64-0362)

Ideal for the prospective user still involved with a traditional accounting system. The KESTREL PURCHASE ACCOUNTING SYSTEM will enable the user to converse with the computer in English. Every command produces a response on the Visual Display Unit. The 64 confirms that it understands, then instructs you how to proceed, and watches for operator errors. It handles up to 300 purchase ledger accounts, with 2000 transactions per month. An audit trail of all postings can be printed, either just the current days transactions (for batch checking), or all the entries for the period to date. Enquiries can be made to report details and all transactions for supplier, and a printed copy may be taken. Remittance advices are produced and can be printed as often as required. A current list of creditors may be taken at any time, and will show the debts aged over the current and previous three months. Names and addresses may be printed on continuous labels. The outstanding creditors total can be displayed on the screen at any time. The KESTREL PURCHASE ACCOUNTING SYSTEM also allows for analysis of purchases by up to 100 headings and each purchase invoice can, on entry, be analysed by up to 4 sales categories. End of month processing totals up all the current months transactions and automatically ages outstanding balances by one month.

Stock Control

(VS64-0363)

The KESTREL STOCK CONTROL SYSTEM will handle up to 1000 stock items, with up to 2000 movements per month.

An audit trail is produced by the stock movements report, which prints all movements, either the current days transactions (for batch checking), or all the transactions for the period to date. Enquiries can be made to report details of a stock item, all current month movements for that item and a printed copy may be taken. Stock item or record card print is produced and can be started and stopped at any point. The KESTREL STOCK CONTROL SYSTEM will also produce an on-order report showing all outstanding purchase orders; a re-order report, showing all stock items below the minimum stock level; a stocktake report with the option to print with or without the quantity being shown; a retail price list with the option to produce a discounted or trade price list for groups of products; a stock issues report and a stock valuation report. A global price change facility is also available.

Diary 64

Cartridge (VS64-0355)

As the name suggests, Diary 64 operates in much the same way as a normal diary. Let your Diary 64 keep track of 'phone numbers, addresses, appointments, birthdays - in fact everything that is easily overlooked or forgotten.

Let your Diary 64 manage your life at home and in the office giving you access to information at the touch of a button. Diary 64 is easy to use and you can rapidly find that normally elusive information in the database you have created. Diary 64 allows you to look at information for a date or alternatively to search for all references, in any date, for a given criteria, e.g. a name.

Information can be stored by the use of either cassette or disk drive; and there is even a print routine which allows you to print address labels direct from file. Diary 64 is a plug in cartridge for the Commodore 64,

CalcResult

Diskette (VS64-0360)
Cartridge (VS64-0365)

A three dimensional spread sheet analysis package. CalcResult is a business program for dealing with complex calculations or simulations. It quickly and easily speeds up planning and forecasting.
CalcResult allows for up to 32 linked pages per model, with full page consolidation and the ability to carry forward information from page to page.
CalcResult is designed principally for businessmen, but its advanced mathematical features will also make it an indispensible tool for engineers and scientists who manipulate data.
The sophisticated report writing facilities mean that data can be formatted both in tabular form and as histograms, for reproduction in reports and accounts analysis.
CalcResult can be used for multi-departmental calculations that are not easy to do on other spread sheets.

In all applications, the use of the 'What if' and 'If then, else' facilities allow rapid recalculation of work.

- Histograms representing either rows or columns can be shown.
- To make it as easy as possible to use, CalcResult has help screens that give a short description of the functions that you are currently using.
- The editing functions in CalcResult allow you to change, insert and erase text, formulas and values
- Once entered, a formula can be repeated at any place on the page. CalcResult can also sum, calculate the mean value and manipulate chosen rows, columns or positions.
- CalcResult records the formulas you use and protects them when working through a problem.

Easy CalcResult

Cassette (VS64-0364)

- a low cost spread sheet for the CBM 64.
Easy CalcResult is a new program for speeding up all those home and small business budgetting tasks.
The combined tutorial/instruction manual enables even a beginner to quickly learn to use Easy CalcResult.
The sophisticated report writing facilities mean that data can be formatted both in tabular form and as histograms, for reproduction in reports and accounts analysis.
Features include:

- split screen and window
- formatted printing
- formula editing and protection
- histograms on screen and printer
- help functions on screen

Power 64

Diskette (VS64-0352)

– programmers aid for the CBM 64.

POWER 64 is a powerful version of the program writing utility that has been very popular on Commodore 4000 and 8000 computers.

It is an irreplaceable aid to anyone writing programs on the Commodore 64 machine.

POWER 64 contains fourteen commands to ease and speed up program writing. Additionally, the program disk also contains MOREPOWER which has an additional thirteen commands which make disk operations much more convenient.

A whole family of special commands are featured in the POWER 64 system. Some of these commands are as follows:-

AUTO: DEL: DUMP: FIX and PTR: OFF: RENUM: TRACE: WHY: EXEC: TEST: BACK:

MOREPOWER contains many fancy disk commands and it also contains a method of defining keys for even more instant phrases. Some of the commands available are:-

DEVICE: DISC: ERR: LIST: MERGE: RUN: LOAD: START: SIZE: TEXT: UNDO: HEX: KEY:

Additionally the built-in function keys on the 64 are given special functions when used with MOREPOWER. f2 gives a disk directory, f4 prints the disk error channel and f8 prints the LOAD keyword and the return. The f6 key puts on AUTO mode after reading the bottom line number of the screen.

PAL 64

Diskette (VS64-0351)

– Personal Assembly Language for the 64.

PAL 64 stands for Personal Assembly Language for the Commodore 64 microcomputer. It is a program that takes a program written in symbolic format and converts it to machine code that the 6510 microprocessor in the Commodore 64 can execute.

They can usually be made more compact than BASIC programs, even though they run all on their own without an interpreter. In addition, there are some things you want to do that just can't be done in BASIC, such as playing with interrupts.

To use PAL 64 you should have some familiarity with the machine language of the 6502 family of processors.

PAL was designed to fit in as much as possible with the BASIC environment that 64 owners know so well. Many of the operations involved with using PAL are the same operations that are used by BASIC programmers.

Features include pseudo codes and labels, mnemonics, decimal and hexadecimal entering.

(Disk)

The first part of the manuals take the user through the key function, by actually using them. Programs written using POWER 64 or PAL 64 will run on any Commodore 64 even those without POWER 64 or PAL 64.

Paperclip

(VS64-0353)

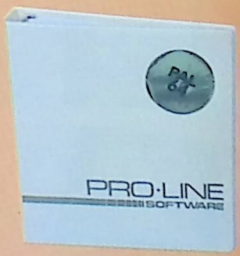
— fantastic value powerful word processor.

A very sophisticated word processing package.

PaperClip gives you the flexibility to correct typing errors easily, rearrange parts of the document to suit your needs, and to allow easy manipulation of the text. The result is a document which can be written faster with more of the author's time being used to create rather than edit. The editing of a document becomes effortless for the user. Original text can be stored on a cassette or disk drive for future reference.

The advanced features include horizontal scrolling of documents up to 126 columns wide, column manipulation for ease of moving, copying, replacing and adding or subtracting columns of data, alpha-numeric sorting with up to 16 levels of sub-division of the sort, high level printer support via the serial port.

(Diskette)



FORTH

Diskette (VS64-0354)

– advanced programming language and operating system.

FORTH has the following advanced features:

- Interactive, structured program development
- Virtual memory makes very large programs possible
- Compact, compiled and very fast code
- Works in any numeric base
- Extendable language structure
- User data and program structures are easily defined
- Text Editor and Macro Assembler included
- Parts or all of the program may be coded in assembler
- Supports cassette, disk and printer input/output

STAT (VS64-0356)

– a statistical calculation package for the CBM 64.

A plug in cartridge that undertakes statistical calculations – such as Meanvalues, Standard deviations and Variances – and displays using single commands. Other one word commands allow you to draw vertical and horizontal bar charts, to plot graphs, and to specify the scales and the colours used by these commands. It will also sort numeric and character strings. Finally, all or part of the screen displays can be copied to the 1525 printer. STAT comes complete with a detailed operating guide.

(Cartridge)

REL (VS64-0358)

– control relay for the CBM 64.

REL is a control relay that plugs straight into the user port to give simple, programmable switching of electrical apparatus in the home, office or factory. Its six relay outputs can control devices and two inputs allow the CBM 64 to read signals from external sources. REL eliminates black boxes full of wires.

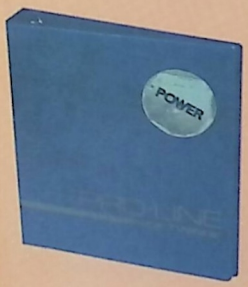
(Cartridge)

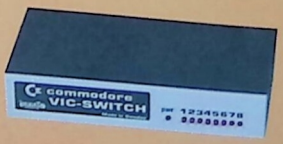
SWITCH (VS64-0357)

– disk sharing system for the VIC 20 and CBM 64.

The SWITCH will allow up to 8 64's (and/or VIC-20's) the same disk drive and printer. This allows you to set up a multi-CBM 64 and/or multi-VIC 20 system with all the units connected sharing the capacity of the disk drive; thus allowing true 'distributed' processing to occur at a fraction of the normal cost. The SWITCH will also allow for multiple disk configurations as well and is complete with 'site active' indicator.

Cable options:
3m Cable (VS64-0365)
6m Cable (VS64-0366)
12m Cable (VS64-0367)





VicSoft

commodore

BASIC EXTENSION FOR PROGRAMMERS

Simons' BASIC (SIB 6410)

The Simons' BASIC cartridge enables you and your Commodore 64 to achieve more than ever before with your own programs. In fact it is really three packages in one containing 114 more commands than the standard BASIC.

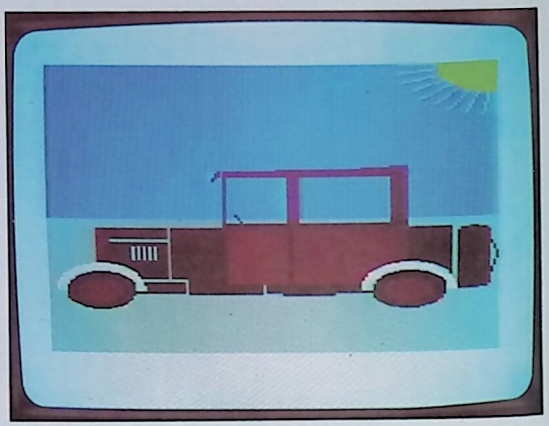
At your disposal you have a superior tool kit including such aids as AUTO, RENUMBER, KEY and TRACE, to make your programming speedier and more efficient.

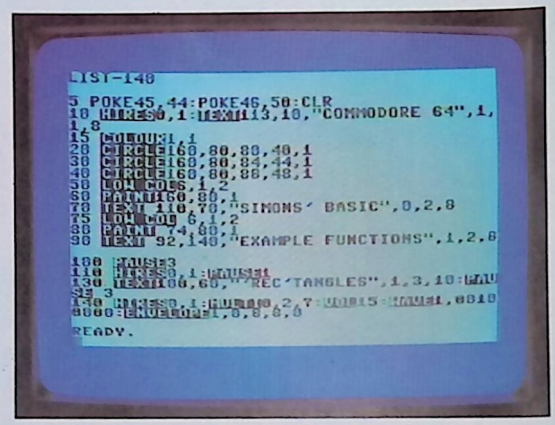
Secondly there is a vast range of commands, including COLOUR, HI-RES, CIRCLE, PAINT and PLOT, to facilitate the use of graphics. Complementing these graphic facilities there are commands for creating sprites and your own user-defined graphics.

Thirdly the Simons' BASIC cartridge contains structured programming commands so that within the programs you construct routines which can be labelled and called by name. Other commands available, such as SCRSV and COPY, allow you to scroll, store screen data and produce a print out.

This product is a must for programmers who wish to extend their talents.

Available only on cartridge.





Assembler Development

(ASM 6440)

The Assembler Development package allows you to program in assembler directly on your Commodore 64. It provides all the tools the assembler programmer needs to create, assemble, load and execute 6510 assembly language. Using the package you will be able to do the following:

- create and call macro routines
- create and edit source files
- assemble a source file
- load an object file

Also included on the diskette is a full machine code monitor and a DOS Wedge for your Commodore 64. This allows you to carry out diskette housekeeping with simple two character commands.

The package includes a comprehensive manual containing full instructions on how to use the assembler, machine code monitor and DOS wedge commands.

Programmer's Utilities

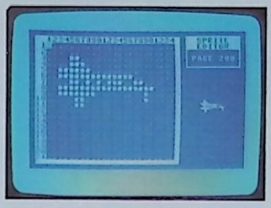
(UTL 6440)

The package is divided into four main groups: Utilities, Graphics, Sound, and BASIC Programming Aids.

The Utilities include such features as a 1541 disk back-up, a DOS Wedge, SUPERMON - a machine code monitor, and a PET EMULATOR.

The graphic features include the following:

- a character editor allowing you to create and store up to five user-defined character sets



- a sprite editor which enables you to design sprites within a grid on the screen and then store them for use in your BASIC and/or Assembler programs.

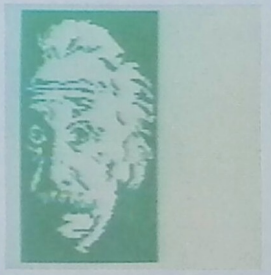
The sound features, contained in the SIDMON program, allow you to experiment with the 6581 SID (sound interface device) chip. When you have found the sound that you wish to use, you make a note of the figures in the various registers and then use these values to produce the sounds within your program.

To conclude, the BASIC Programming Aids contains a screen editor which simplifies screen formating and validates user input.

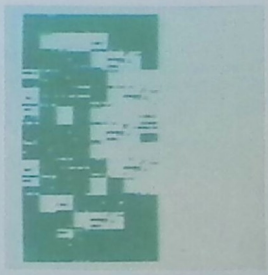
PETSPEED 64

Diskette (PSC 6440)

PETSPEED is a basic compiler that allows you to speed up execution of your BASIC programs. PETSPEED will compile any program written in BASIC without any prior changes being made to the program. A PETSPEED-compiled program cuts down on processing time, disk handling and even print runs. You simply type in the name of your program and sit back while PETSPEED begins the first of four compiling passes. PETSPEED will automatically abort if a program error is found during compilation. Like most BASIC compilers, PETSPEED does much faster integer arithmetic, but because numerical data statements are held in both integer and ASCII format there is no need to make conversions during run time. A must for efficient programming.



a) A Petspeed-compiled program produced this illustration in three seconds.



b) The same program in BASIC *without Petspeed* only reached this point in twelve seconds.

commodore

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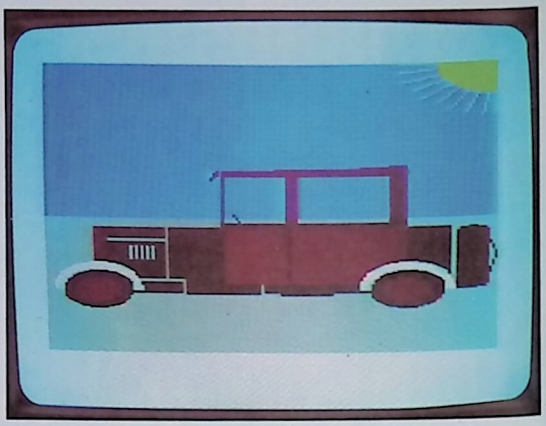

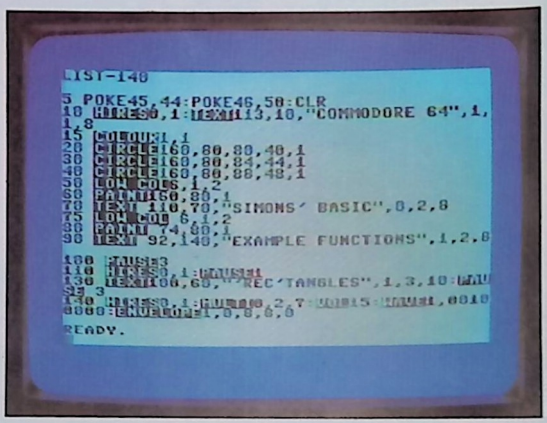

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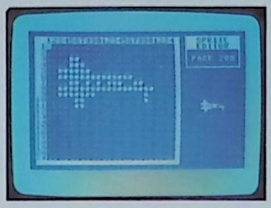

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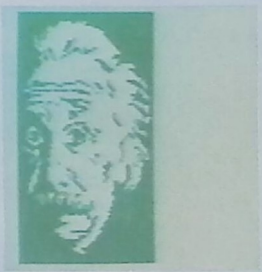

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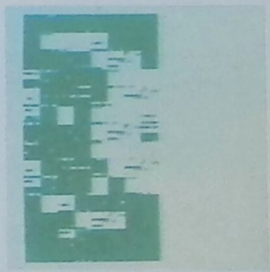

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ANTLER AND CONQUEST

Antler Hard Case 64 Carrying Case

(VS64-0501)

Manufactured by Antler Specialist Cases Division. The internal design provides capacity for 6 tapes (2 different sizes) with firm housing and protection for computer, tape machine, and a compartment for plugs, leads, transformer and modulator.

The case is designed for user convenience and provides for full and easy computer operation within the case, with open access to all plug points and controls. The CBM 64 can of course be removed easily if required.

This case provides the answer for making your computer completely portable.

The computer keyboard stands clear of the case for obstruction free use with the tape machine alongside – in fact the layout is the one you would choose when using it outside the case.

Specification

The shells are moulded in a durable black grained a.b.s. of high impact strength, riveted to a hardened aluminium frame with a tongue and groove closure for added strength and protection from dust and damp.

A cushion grip handle provides a high degree of carrying comfort. Locks and hinges are all pressed steel with nickel finish. Rubber studs are fitted to the exterior of the base panel to ensure a non-scratch and anti-slip location when the computer is operated in the case. The interior has a hard wearing blue brush nylon surface which provides a high quality finish to the case.

ANTLER

Conquest Softcase 64 Carrying Case

(VS64-0551)

Manufactured by Conquest, the case has been designed as a low cost, light weight, smart looking and compact carry case, that enables you to transport your system easily from place to place with the minimum of fuss.

Customised recesses are provided to house the CBM 64 computer, C2N cassette drive unit, and power pack in the lower part of the case, whilst a large flap pocket is available on the inside of the lid to carry your selected software.

The case is manufactured from vinyl with matching trim beading and has the VICSOFT logo predominantly displayed on the lid.

The case is only available through VICSOFT.

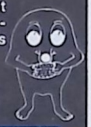
CONQUEST

ANIROG SOFTWARE

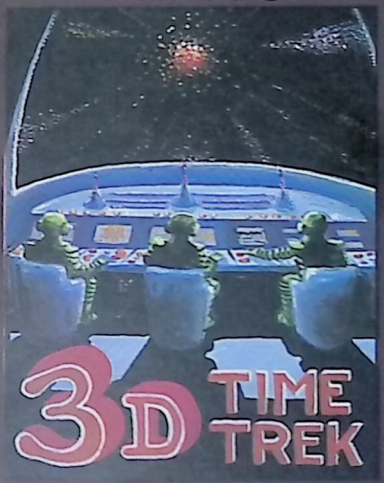
ANIROG COMPUTERS was born out of the enthusiasm of two experienced professional Computer design engineers, ANIL GUPTA and ROGER GAMON (hence the company name) who foresaw the upsurge of interest in home computers.

They rented space in the CO-OP, Crawley, on a Saturday only basis and began to sell the VIC 20. They took endless time and trouble in explaining and demonstrating the computer and it's various aspects to interested Consumers. As the word spread, whole families travelled long distances to talk and buy from Anirog. Every Saturday saw more and more teenagers waiting for Roger and Anil to arrive. They taught the boys to programme, sorted out the bugs and introduced them to assembly language. They spent hours helping them over the phone during the week. Gradually an ANIROG SOFTWARE team was formed from the cream of these boys. They have created software which is generally acclaimed as outstanding.

Having achieved this, the company made a conscious decision - to price their software so that it becomes synonymous with value for money. Hence the outstanding Krazy Kong, a 21K of machine code programme with four screens for less than £8.00. It is Anirog's intention to carry this policy cover to the C-64 owners.



Commodore 64



VS64-0302 **3D TIME TREK 64**

A game of strategy and action based on all time favourite of computer addicts. "STAR TREK". Super 3D graphics in brilliant colours matched by equally exciting sound effects stimulate the imagination as you roam the galaxy hunting down your enemies. Real time arcade style battle engagements test your skill and co-ordination. Computer reports on the ship status and will enable you to make strategic judgements about your resources. Your arch enemy times marches on relentlessly. Do not waste any.

Commodore 64

VS64-0303 **FROG RUN 64**

FROG RUN for VIC 20 based on the popular pub game became a run away success. All the features of VIC 20 versions have been retained and additions made to utilise superb graphic capabilities of 64. You are invited to cross your frogs across a busy highway, over a grassy bank populated by a frog hungry snake and finally across a crocodile infested river. You can use logs, turtles and even crocodile tails as jumping platform. The combination of brilliant colours, sound and animation add amusement to skill required to play this all machine code game in HI Res. graphics. Trust nothing. Even innocent turtles may let you down and crocodiles may raid the frog holes.

VicSoft

INTERCEPTOR MICRO'S

Spriteman

Cassette (VS64-0204)

Spriteman is written in machine code, the theme being similar to the popular adictive arcade game. Whilst being pursued around the seemingly endless maze by four hungry ghosts, you come across objects other than your usual diet, "What's this" Powerpills which when swallowed turn you into some kind of super hero who is not afraid of ghosts. With strawberries and other fruit available for you to get your teeth in on higher wave. All these features and full use of the 64's sprites graphics means that Spriteman will be a favourite for all the family.

Scramble 64

Cassette (VS64-0205)

Your mission is to penetrate the caverns which honeycomb the hostile alien planet. However the defending forces have been put on red alert making your mission almost impossible. Due to the screening effect of the alien force field you find that vital energy cannot be beamed to your star-fighter from the mothership. Therefore you must destroy the force field projection dishes on the planet's surface. Maintaining your fuel levels throughout your journey, destroying and dodging the heat seeking missiles seems childs play when finally you reach the city. A full feature arcade game which will give hours of enjoyment for the whole family.

Frogger 64

Cassette (VS64-0202)

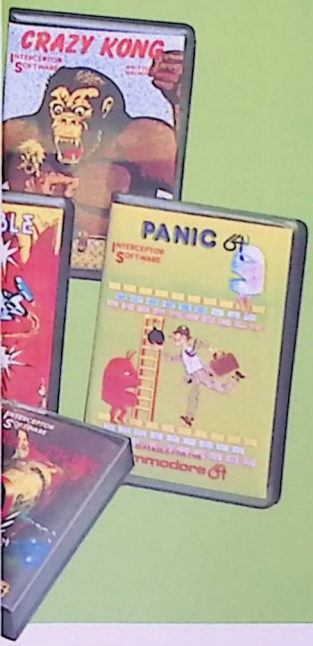
Also written in machine code. Frogger 64 is an authentic representation of what must be the most popular arcade game using all the capabilities of the 64 to produce this masterpiece. The author has managed to give the appearance, speed and playability of an arcade booth. Your aim is to get five defenceless frogs across a busy road and a hazardous river, these changing hazards which you can encounter on the way make this increasingly difficult with each screen change. A must for all the family to add hours of enjoyment and frustration saving the poor little frogs, also features a 'hall of fame' to register the ten highest scores, so who's going to be the champion?

Star Trek

Cassette (VS64-0201)

Galactic Adventure Game

As the title suggests this is a galactic adventure programme. The features of a highly complex space adventure board game have been applied to the equally outstanding 64, to produce the ultimate strategy game. As head of a discovery mission into deepest space your aim is not only to explore but seek and destroy a hostile alien civilization armed with lazers and photon guns. You probe deepest space in search of a battle, and all too often end up needing repairs and assistance from a galactic ally. All is not lost — after help the mission continues with numerous on board computers and vital statistics displayed and constant score and grade updating. We can only hope for a successful mission — a must for all the star trek fans.



Crazy Kong 64

Cassette (VS64-0206)

Written in machine code Kong has gone mad and captured your girlfriend and taken her to the top of his steel fortress. Your aim is to rescue her from this terrible plight. Crazy Kong is not going to make this an easy task for you with three different screens for you to battle through using your skills before you get your prize. This may seem easy but here's the twist to the tale for you cannot get the next screen until you have collected all the diamonds for your girlfriend on the way. To assist you, collecting a hammer will enable you to smash the rolling barrels, but beware they have a habit of disappearing. Once hit by a barrel, a life is lost. Can you save her from Kong — only the most skilled will succeed whilst the others go crazy like Kong!

Panic 64

Cassette (VS64-0203)

Already being acclaimed the most addictive game so far written on the 64 utilizing all the facilities available-must be a winner with all from the age of 5-100. The aim is to trick the monsters into chasing you and whilst they are in pursuit lay your bombs on the structure and blow a hole for the monster to fall through and be destroyed. With different levels and waves the game gets increasingly difficult. To obtain a high score. Strategy is required. A very gripping game for all which is guaranteed to keep you playing through to the early hours of the morning. This game also features a 'hall of fame' to register the top ten scores.

VicSoft

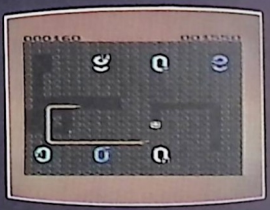
Postern offer the challenge of

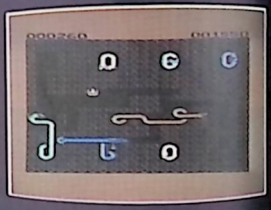
Imaginations Unlimited

With these electronic contests designed to develop lightning-fast reflexes
For COMMODORE 64. Suitable for children from four to 84.

Snake Pit Cassette (VS64-0601)

Imagine yourself in a snake pit. The snakes and their eggs must be gobbled up before the snakes eat the Gobbler — who must eat the last egg before the first snake. Eat the eggs, and more snakes are freed to attack. Eat all the snakes and the game begins again . . . but faster! Faster! A bigger challenge that PACMAN





Shadowfax

Cassette (VS64-0602)

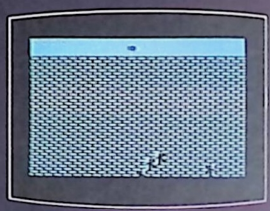
Fight the black riders whose touch is death. You must guide **SHADOWFAX!** as Gandalf's swift white horse braves the dreaded riders of Sauron, Dark Lord of Mordor. How many will your thunderbolts destroy?

Magnificent graphics.

Siege

Cassette (VS64-0603)

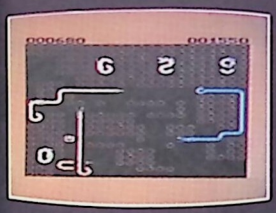
Watchfulness and skill protect your castle from the encircling marauders in this **SEIGE.** Drop rocks to dislodge them, and their anger makes them faster . . . and faster! Are you fast enough to hold them back from the top of the wall? Speed your reflexes.

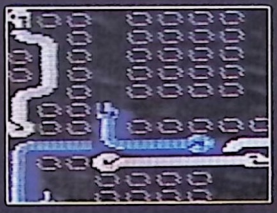


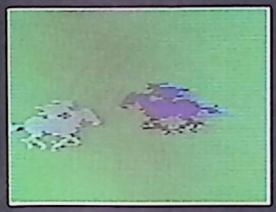
These are the first of the new **Imaginations Unlimited** range of games that will grip your imagination and challenge your abilities.

Look for the IMAGINATIONS UNLIMITED symbol — the sign of super graphics — offering you a real challenge!

On VIC CASSETTE will full loading instructions for Commodore 64.







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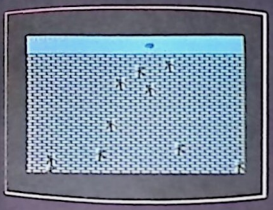


BUBBLE BUS

POSTER PRINTER

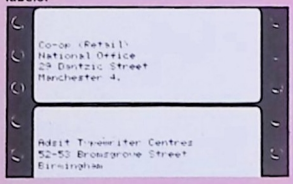
(VS64-0703)

Ever wanted to produce your own special leaflets for, Sales offers, Club News, General Notices, Price lists, etc? Now you can with a 64 Computer and Printer. POST produces a special enlarged character set. The screen editing to do this is very easy and you can create very 'smart' printed pages.

LABEL PRINTER

(VS64-0704)

Stores names and addresses on tape which you can recall and amend, add or delete. You can select the size of your label from 1 to 19 lines and you can print by selective ranges on continuous sticky labels.



WORDWIZARD

(VS64-0702)

Value for money word processing on the 64.
WORDWIZARD provides many of the features found on programs costing 10 times more!!
WORDWIZARD is easy to use and is available on cassette.
WORDWIZARD provides the following features:

- **Insert and delete characters**
- **Insert and delete lines**
- **Tabs**
- **Copy or move lines**
- **Typewriter 'Bell' warnings**
- **Fast program using compiled Basic**
- **Save on tape or disk**
- **Variable page length**

Test drive yours today!!!!

MEMO PAD

(VS64-0705)

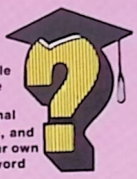
A low cost text editor for people who do not need all the facilities of a word processor. Memo Pad enables you to edit and print letters and documents on the CBM 64. You can save these onto tape, recall them at any time and print as many copies as you like.

BUBBLE BUS

are proud to bring you new exciting, top quality games for your COMMODORE 64

QUIZZER

(VS64-0701)



A proven system on the VIC 20, and now available in enhanced form on the 64.

QUIZZER is an educational system that's fun to use, and allows you to create your own Quiz tapes — and password them as well!!

QUIZZER is a program tape. Subject tapes must be created using Quizzer onto new tapes.

QUIZZER will keep scores for one or two participants. You are awarded two points for a correct answer, and one point if you answer correctly on the second attempt. If you do get it wrong the first time, the first few characters of the correct answer are displayed to give you a second chance. The number of characters displayed can vary according to the length of the answer, so as not to make it too easy. On some Quizzes you create, for example FRENCH, you can specify that you want questions from French to English, or English to French.

QUIZZER very cleverly, will often accept more than one answer to the same question i.e. Who introduced tobacco and potatoes to Britain? The answer could be 'Raleigh' or 'Sir Walter Raleigh'. This also applies in some cases where you may confuse singular with plural answers.

HUSTLER

(VS64-0709)

Written in machine code, and using 'sprite' graphics to the full, HUSTLER takes game playing to new heights with its mixture of six games, for one or two players, and superb computer generated music.

ALIEN PANIC 64

(VS64-0707)

Uses joystick or keys

It's chasing you, run . . . no, it's turned around, but you had better not rest, you're fighting against time, so turn around and dig a trap, but hurry the alien has his sights on you!!

CAVERN RUN 64

(VS64-0708)

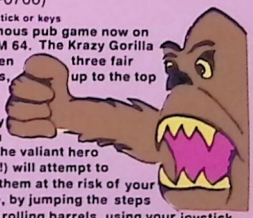
Uses joystick or keys

You're on a journey into the depths of a cavern that until now has been unexplored. Scientists have also calculated that there should be enough fuel deposits on the way in to keep the ship alive. It's all up to the pilot!!

KRAZY KONG 64

(VS64-0706)

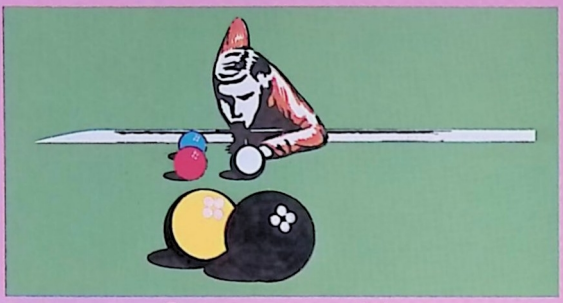
Uses joystick or keys



The famous pub game now on the CBM 64. The Krazy Gorilla has taken three fair Maidens, up to the top of the giant stairway and you (being the valiant hero you are!) will attempt to rescue them at the risk of your own life, by jumping the steps and the rolling barrels, using your joystick.

VicSoft

hustler (VS64-0709)



Commodore 64

Written in machine code and using sprite graphics to the full, HUSTLER takes game playing to new heights with its mixture of six games, for one or two players, and superb computer generated music.

Choose from:

1. **One Player – ANY BALL ANY POCKET**
2. **One Player – BALLS IN ORDER**
3. **One Player – BALL IN ITS POCKET**
4. **Two Players – SCORE THE POCKETS**
5. **Two Players – MINI POOL**
6. **Two Players – LOWEST AND HIGHEST**

HUSTLER also keeps track of High Scores.

only **£5.99** each

bubble bus

VicSoft

LIMITED

ABRASCO

Back in the 'early' days of home computing when VICs were hard to find, PR Software began to market games for the VIC-20. The success of this operation led to a significant expansion and the birth of Abrasco who are now marketing games, educational and business packages for a number of machines including VIC and the Commodore 64 throughout the world.

Vixplode-64

Cassette (VS64-0401)

VIXPLODE-64 is a board game which can really tax your mental ability. The rules are simple: just add a counter to a blank square or a square in your possession. If the number of counters on the square equals the number of adjacent sides a VIXPLOSION will occur, taking possession of the adjacent squares. If you are skilful enough a 'chain reaction' can occur across the board until either you or the computer gain total possession and win.

There are 6 levels of play to allow the entire family to enjoy this addictive game and it really is difficult to beat above level 4.

The Commodore 64 version can be played from the keyboard and joystick thanks to the sprite facility.

The 64 spreadsheet

Abracalc Cassette

Cassette (VS64-0402)

Abracalc Disk

Disk (VS64-0403)

An electronic spreadsheet that will solve numerous problems in your work and everyday life at a sensible price.

Abracalc allows you to simulate any calculation situation you wish. You're no longer restricted to a purpose built program for just one task such as a Bank Account Program.

In fact it is the versatility of Abracalc that makes it such a useful and powerful tool.

Abraclac holds all your figures and shows you them via a "Window" - your screen. These figures can be simply connected by your own calcuation formulae - just tell Abracalc and it will do the rest. Change a figure and Abracalc recalculates all the others right before your eyes. Now you can ask "What if . . ." questions without performing hundreds of calculations on paper.

Abracalc has been designed with the user in mind. We have achieved a program that is easy to understand and easy to operate.

Abracalc is not only reasonably priced but pound for pound offers the finest value in spreadsheet programs. Abracalc does not just do calculations — it will print your results, print or display bar charts, save your data on disk or tape, with a help page which can be displayed at all times. You can even use Commodores graphic characters to design your screen layout choosing your own colours!

VicSoft

commodore

BUSINESS SOFTWARE

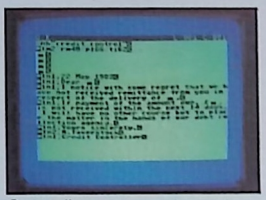
We mean business! That's what the Commodore 64 is all about. As always Commodore has the needs of business colleagues at the forefront of its software development. Here we have four business packages to keep you ahead of the rest. Whether it is a more efficient word processing system, more complete control of your stock or the answer to all round managerial planning, we have the software for you. And there is more being developed . . .

Easy Script (ESC 6440)

Diskette based. Cassette option. A powerful wordprocessing package to enable you to create, modify and print text quickly and easily. Easy Script's comprehensive manual enables you to use the wordprocessing facilities right from the beginning. It develops your knowledge of the system in a constructive way to give you full use of all the many commands available. Some of the many features included are:

- Adjustment to left and right hand margins
- Left and right hand justification
- Horizontal, vertical and decimal tabulation
- Links text files together
- Provides automatic word search and replace function

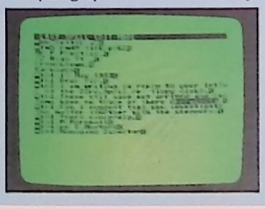
To enhance the editing facilities a link is provided to Easy Spell. For standard letters a "fill file" is provided to hold information that varies for each letter. One standard letter is typed and Easy



Script allows you to print copies of the letter using all or selected records from the "fill file". For use with a variety of printers.

Easy Spell (ESP 6440)

Diskette based.
Easy Spell is a spelling checker for files produced by the Easy Script word processing package. It can be used to check text in individual Easy Script files or text that is spread over files that have been linked together. The Easy Spell package comes complete with a Master dictionary diskette of approximately 20,000 words. The dictionary is user expandable up to the maximum size of the diskette. Having typed in his letter using Easy Script, the user then loads Easy Spell to check the letter. A report is presented giving details of such things as the number of words, sentences and paragraphs in the letter. Easy



Spell then displays a list of the unrecognized words. If you chose to edit your letter, these words are highlighted at their appropriate place in the text.

Easy Spell also incorporates the following options:

- Gives a word frequency report
- Prints out the contents of the user dictionary
- You can purchase alternative Master dictionaries (20,000 words) with English/American spelling variants or a combination of both (UK—ESU 6440; US—ESA 6440; UK/US/ESC 6440)
- A blank dictionary is also available (ESB 6440). This would be particularly useful either in a technical environment or in education to keep a record of a child's vocabulary development

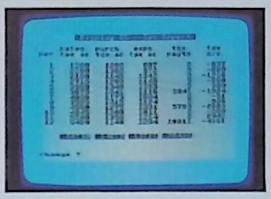
- An extended dictionary of 32,000 words is also available, for English/American spelling variants or for a combination of both (UK—ESX 6440; US-ESY 6440; UK/US—ESZ 6440)

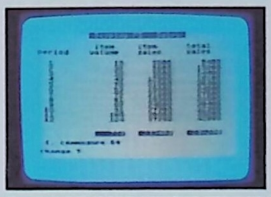
Future Finance (FFI 6440)

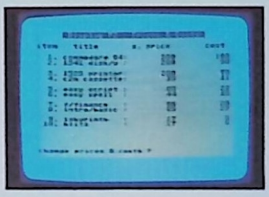
Diskette based.

Future Finance is a flexible, easy to use financial planning package which has been designed for the COMMODORE 64. It allows you to create a financial representation of your business which gives profit and loss account, tax position and cash flow. You can change any details quickly and easily and immediately view the effect of those changes on your profit and cash flow.

- Menu driven – lists of options are presented to you on the screen to lead you through the programme
- Entering and changing options and viewing the results can be effected rapidly with just a few key strokes







- A variety of reports can be printed showing details entered into, and results obtained from, the program
- Models can be consolidated, that is merged, so that the combined effects of two or more models can be seen
- Models can be set up with 12/13 periods. The length of each period is entirely up to you: days, weeks, months . . .
- A growth factor allows you to take into account the effects of inflation and increases or decreases in sales
- Shows the effect of customer credit on your cash-flow position. This enables you to determine whether or not the credit period requires reducing

For use with Commodore printers.

Easystock (EST 6440)

Easystock is a comprehensive stock-control system specifically designed with retailers and smaller businesses in mind. Easystock contains stock-recording and reporting features normally found in packages costing four times the price.

It is easy. The details of each stock item can be entered directly from the keyboard onto the screen and then stored on diskette. Sixteen fields are available on each stock record. These range from stock description, location and reorder level to tax rate, gross profit margin and accumulative sales/purchase totals. Some typical applications include:

- Controlling stock in a shop
- Maintaining records of spare parts/accessories in a garage
- Recording of stock for a large/small restaurant
- Keeping records of house contents

Easystock's report-generation facilities allows you to produce a wide variety of printed reports. These include stock levels, analysis of stock movement and/or sales returns (on a weekly or annual basis), stock taking lists, stock valuation reports and many, many more. In fact, everything you might ever need to know about your stock.

For use with Commodore printers.

commodore / ivan berg

HOME SOFTWARE

Introduction

Commodore/Ivan Berg Home Computer Software for 64 can be summed up in the following words: "Practical, Easy to Use and Entertaining". The programs fall into two areas: 1) the 'utility' program where the user inputs and stores personal information for use and manipulation; and 2) self contained 'data-base' programs; Quizzes, Tests and Family Games.

The biggest advantage of these programs is that the home computer immediately becomes a valuable item of home equipment which can be put to exciting use instantly. No programming skills or previous computer expertise is necessary. Just follow the clear instructions supplied with the programs and the fascinating world of home computers is revealed.

All editorial material used as data in these programs is supplied by experts or organisations whose reputation and knowledge is recognised both nationally and internationally.

The home programs available are as follows:

Quizmaster (Q3M 6420)

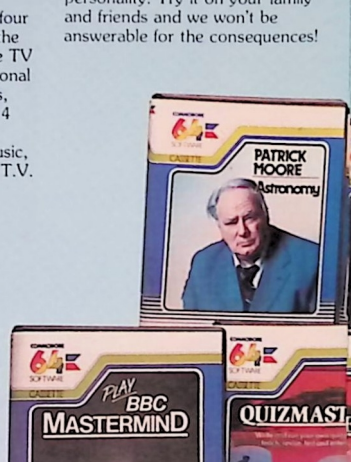
Cassette based only. This is a unique 'utility' program which allows you to Create, Edit, Save and Run your own 40 question quizzes. This program can be used for fun and as a unique revision and teaching aid for younger and older children.

BBC Mastermind (BMM 6420)

Cassette based only. This program, as the name suggests, is a Commodore 64 version of the UK's most popular television quiz contest. All the questions and answers for both general knowledge and specialist subjects have been prepared by Mastermind coordinator, Boswell Taylor. Mastermind can be played by one, two, three or four contestants and captures all the tension and excitement of the TV original. There are four additional General Knowledge programs, Data 1, Data 2, Data 3, Data 4 and four additional Specialist Subjects, Wine and Food, Music, Sport and Games, Films and T.V.

Know Your Own Personality (KYP 6420)

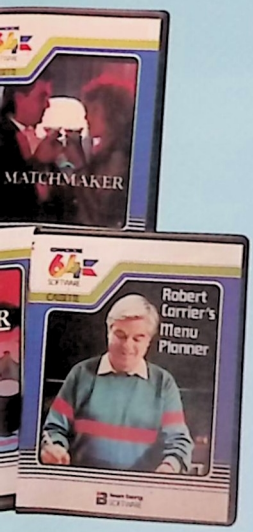
Cassette based only. This Commodore 64 program is based on the best selling book by Professor H.J. Eysenck, Professor of Psychiatry, University of London and Dr. Glenn Wilson, also of the University of London. It provides users with fascinating glimpses into the workings of their own personality. Try it on your family and friends and we won't be answerable for the consequences!



These products will become AVAILABLE during SEPTEMBER

Matchmaker (MMA 6420)

Cassette based only. A fabulous introductory game for a party, especially one where everybody knows each others' likes and dislikes. At some time during the party get each person to sit down at the console, just for five minutes, and answer 25 personal, but not too personal, questions! Then, later when everyone has entered their details, gather around the screen and find out who are and are not really compatible. If done "in the best possible taste" Matchmaker can create a lot of laughter.



The Robert Carrier Family Menu Planner (RCM 6420)

Cassette based only. This comprehensive and unique 'utility' program, with initial data prepared by the well known cookery expert, provides an answer to the eternal problems of family menu planning, party giving and "who shall we have to dinner?" A novel feature is 'VIC Choice' where VIC will not only choose your menu but also your guests. The results when this feature is used, are often surprising.

CBM 64 Money Manager (MMR 6420)

Cassette based only. This is a complete personal finance or cash-flow program with a number of important features which enable the user to gain an updated and complete picture of personal and home finances. Uncomplicated and easy to use with monthly and annual budgets and actual balances, plus Mortgage, H.P., Loans and Overdraft calculation features.

The Patrick Moore Astronomy Program (PMA 6420)

Cassette based only. One of Commodore's leading programmers has collaborated with Patrick Moore to bring the starry heavens onto the screen of your Commodore 64. The magnificence of the night sky, for the whole year, can be made to revolve before you. Easily you can search through a dictionary of either stars or constellations and determine whether or not the star/constellation is visible at a given time of the year. The star or constellation will be depicted on your screen in a dramatic way. Other features obtained from the menu include: a graphics display of either the inner of outer planets supplimented with detailed information; a host of astronomical definitions approved by Patrick Moore and finally a quiz to keep you eager night owls up at night. As compelling as the Planetarium.

VicSoft

ANAGRAM SYSTEMS

Sales Ledger 64

(VS64-0951)

Anagram Sales Ledger 64 maintains comprehensive details of each customer account on an open-item basis – each invoice remains on the account until it is paid. Customer accounts are referred to and retrieved by name rather than number; there are no account numbers.

Trade discounts, either line by line and/or across the invoices as a whole, are allowed for and provision is also made for settlement discounts. An invoice may be of up to 20 lines. Cash is posted to customer accounts, and a suspense account provides for cash which is received but cannot be allocated.

File Capacity

The number of accounts that can be maintained will vary according to the amount of information that is stored for each customer, the number of invoices outstanding per customer and the extent to which settlement discounts are offered. However, the following may be used as approximate guide figures.

(a) 220 customer accounts, with the maximum customer data and up to 13 invoices (without settlement discounts) or up to 8 invoices (with settlement discounts) per customer

(b) 110 customer accounts with the maximum customer data and up to 25 invoices (without discounts) or 16 invoices (with discounts) outstanding per customer.

Printed Reports

In addition to invoices, credit notes and statements, the system prints the following internal reports.

- Customer names and addresses
- Sales list
- Aged debtors
- Current customer balances
- Payments and discounts taken
- Suspense account listing

Purchase Ledger 64

(VS64-0952)

Anagram Purchase Ledger 64 is as comprehensive and full of features as the Sales Ledger, and is just as simple to use. Full details are maintained of suppliers, who are referenced by name rather than by number.

Purchase invoices are posted to the supplier account, and the amount can then be allocated up to six nominal accounts (per invoice) in addition to VAT. Year to date and last year's totals are maintained for each nominal account, and these figures can be reported when required.

The system also prints remittance advices, and posts payments to the appropriate supplier and nominal accounts.

File Capacity

The number of supplier accounts that can be maintained varies according to the amount of information stored for each supplier, but the following may be used as approximate guide figures.

(a) 150 supplier accounts and 50 nominal accounts with four invoices outstanding per supplier

(b) 75 supplier accounts and 50 nominal accounts with 10 invoices outstanding per supplier

Printed Reports

In addition to remittance advices, the system prints the following internal reports:

- Invoice list
- Nominal account print (summary)
- List of nominal transactions
- Debit note list
- Invoices outstanding for more than
- Discounts available list
- Payments list
- Outstanding balances
- Supplier names and addresses

VicSoft

commodore

BUSINESS GAMES

Introduction

Relax and enjoy these simulated business games at home with your CBM 64. Not only for yourself, the whole family can enjoy the different factors involved in business yet share it in a fun way.

Lobster Catcher

(LCT 6420)

A game for aspiring businessmen who wish to take on the elements without getting their feet wet. You are the owner of a small fleet of lobster fishing boats. What is the weather going to be like? POOR, FAIR, or GOOD? Knowing that a rough sea makes the lobsters more active and hence more liable to be caught you have to strategically decide where to lay your lobster pots. Should you use heavy or light pots? Do you need to buy more pots? Decisions, decisions, all have to be made against the chance factors of Nature. Available only on cassette.

Watch for more games in this series

COMING SOON

"Rail Boss"

"Space Commander"

"Ocean Racer"

High Flyer (HFL 6440)

Big business your forte? This is an opportunity to manage your own air-company. Like all the best pioneers in big business you start at the bottom with a small going concern and by astuteness and business acumen develop your company into a multi-million enterprise. The decisions are all yours: plane schedules and routings; what type of aircraft will make the best profits; when it is the best time to either extend your fleet of aircraft or make improvements to existing stock; whether or not you need to borrow money from the bank and which banks will give you the best rates of exchange. Furthermore having made enough split decisions in one day, you can save the position you have reached until the next time you wish to join the high-flyers. Available on disk only.

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LIBRARY

Programmer's Reference Guide (PRG 6400)

Whether you are a complete beginner or an advanced programmer, this is the book for you. Aspects of both BASIC and Machine Language programming are covered together with tips to help you gain the most use from your Commodore 64.

For the beginner, the book contains a description of each BASIC command together with example programs to illustrate what the command does. For those who wish to begin Machine Code programming, the Programmer's Reference Guide introduces the concepts. An example of each Machine Code instruction is given with an explanation to help you as you progress through the book.

For the advanced programmer, the Programmer's Reference Guide has a comprehensive CBM 64 memory map and points out some useful memory locations. A list of the Commodore KERNAL entry points is also given so that you may use these routines to help the production of more efficient machine code. This book will help maximise the potential of your machine.

Joystick (VS64-1311)

The joystick can be used to make all those arcade-type games for the CBM 64 even more enjoyable; but the joystick can have even more practical uses. It can be used with high resolution graphics to draw pictures or help with graphic plotting, as well as a myriad of other uses which are only just beginning to be realised.

Paddles (VS64-1312)

Some of the games we market or some of those that you write may require the use of PADDLES. For example the well known pinball or table tennis games.
PADDLES come in pairs.

VicSoft

McDOWELL KNAGGS

Desk (VS64-0751)
Legs (VS64-0752)
The CDS Micro Tidy

- Secure - the whole unit is lockable
- Spacious - Ample space for cassettes, cartridges and books
- Sturdy - built to last
- Stand alone - legs are available as an optional extra
- Tidy - cables, connectors and power blocks are stored out of sight
- Compact - work table slides away with micro and cassette desk
- Versatile - Houses CBM 64 home computers

spectresoft

. . . AND NOW FOR SOMETHING SPECIAL

MISSION OM
(VS64-0975)

The remarkable new adventure game from Spectresoft. You must chart your course through mystery hazards, become locked in mortal combat with fearsome enemies, avoid hidden traps and sudden dangers. You must seek cryptic clues and learn to use the weapons and special powers that await discovery. Success in your mission demands all your powers of reasoning — will call upon quick thinking and fast reactions. Mission Om — the first part of your initiation into mastery of time and space. It's a compulsive, demanding, interactive adventure complete with sound and graphics.

Mission Om — the first of a new generation of adventure games.

Your program comes complete with full documentation and useful clues. Pit your wits against the hazards of Om — and earn the right to wear the Mission Om badge.

For the Commodore 64

VicSoft

commodore

CASSETTE GAMES

Face Ache (FAH 6420)

Do you remember a face? Try these faces for size. Not your favourite portrait gallery . . . perhaps more befitting for the Munster's household . . . but can you remember a rogue? You are presented with a face of bizarre characteristics for just a limited period. The object is to reconstruct the face. A fun game for all ages. Imaginative graphics. Available only on cassette.

Spirates and Snowmen

(SSN 6420)

Two fascinating educational games for the price of one. Recommended age 5-11 years. Available only on cassette.

Spirates

Two pirate ships of the high seas are in fierce combat. You man the guns of one ship and by answering the multiplication questions correctly you increase your range of fire. Get the question right and you can sink your rival pirate before he gets you.

Snowmen

Two players are racing each other to build their own snowmen. Correct answers to either multiplication or addition questions builds your own snowman, but make a mistake, and more snow falls on the other snowman. Select different levels of difficulty, for either player, to make this a colourful and challenging game between all ages.

Depth Charge

(DCH 6420)

Enemy submarines have infiltrated your country's most secret naval base. You as commander of a frigate have been requested to go out and depth charge the subs. Skilful handling of your ship is required to avoid mines released to the surface by the submarines. You are allowed a maximum of five ships and 100 seconds for this task. However, high scoring, perhaps by hitting those submarines on the sea bed, increases your chances of both a bonus ship and extra time allowance. Played by one or two players. The high score is shown at the top of the screen.

Available only on cassette.

Labyrinth

(LBY 6420)

Dare you go in? If you do, will you find your way out of the Labyrinth? A challenge for 5 to 80 year olds, but take your Paddington Bear (or other cuddly) along for comfort. Pit your wits against the numerous mazes that this game offers. You can adjust the size of the maze and hence the degree of difficulty for yourself. LOST? Well you can take a quick peek at where you are but remember it reduces your score. Certainly a game to lose yourself in. Excellent 3D appearance, colour and music.

Available only on cassette.

OFFER

Buy any 3 games from these two pages and you get

SOOPER FROOT FREE!!

Sooper Froot (SUF 6420)
A fruit machine with a difference. You do not have to wait to get on to your favourite machine, it is there in your home. Incorporates all the features of the pub machines: hold, nudge and random respin. You can even peep round the drum for your nudges. Start with two pounds and enjoy playing this fruit machine without emptying your pockets. Colourful and superb graphics.
Available only on cassette.

Maggot Mania (MAG 6420)
Gobble, gobble, slurp, slurp, A little creature with a venomous sting, has three lives in the world of the grube. His aim is to kill the maggots before his is eaten alive. Bonus points can be had by destroying spiders and the occasional snail that passes by. For either one or two players.
Available only on cassette.

Super Blitz (SBZ 6420)
Mission: Annihilate the unknown city; Occupant King Kong. Alert! Alert! Your plane is getting lower and lower and strategic unloading of the bombs is vital. If not you might destroy yourself on the city that you have been briefed to obliterate. Isolate a building and King Kong will reveal himself. Extra points for bombing him.
Available only on cassette.

Stellar Wars (SWA 6420)
Your planet is under attack by hostile aliens from another dimension. Their craft appear on your space monitoring screen travelling at five light years per minute. Immediate action is required with your two laser neutron guns. Remember time is running out. To accurately zap the aliens when they are further away gives you a higher score. When in the time zone, their craft explode Kamikazi style with the force of a mecta nuclear bomb. Hurry, Doomsday has to be averted. A high score is retained at the top of the screen.
Available only on cassette.

LLAMASOFT!!

Attack of the Mutant Camels (VS64-0151)

Available only on cassette. Skill levels: there are 31. Any or all of the following parameters may change:

- Speed of camels walking
- Accuracy of camels firing
- Proportion of normal/nasty bombs
- Speed of camels firing
- Speed of rockets at Hyperwarp

Player Option
Both share the joystick for alternate turns.

The Idea Behind the Game
The evil alien nasties have invaded earth – but not in person! They have abducted some camels from earth and used devious genetic engineering to mutate the normally harmless beasts into 90 foot high, laser spitting, neutronium shielded death camels! Your mission is to pilot your tiny spaceship in combat against these mutants.

Matrix (VS64-0155)

Available on cassette only.
You, one of the new survivors of the Gridrunner squadrons, are sitting watching TV when suddenly an announcement breaks in:
"All pilots with Gridrunner experience report to base!
"We have brought you here because once again earth is in danger. The droids have returned – with superior weapons and tactics! We intend to form a new squadron – Codename MATRIX. You will be flying the latest fighters – capable of operation on or off the power matrix and with improved firepower and manoeuverability.
Scouts have reported droids dropping bombs and flying at crazy angles, and areas out in space with force fields which are liable to hurl your fire straight back at you!
We also believe the droids are attempting some kind of bizarre psychological disorientation tactics – some pilots have reported sighting what appeared to be camels running down the matrix . . .

Gridrunner (VS64-0153)

Available only on cassette.
The Game
In the year 2190, the human race has set up a huge solar-power collecting power station in earth orbit to beam power down to earth. This power station is known simply as 'The Grid'. Shortly after beginning operation, the grid was found to be delivering less power than predicted. Investigation teams were sent into orbit. They discovered that the grid had been invaded by alien Droids, who were using its power to reproduce themselves, massing for an invasion of Earth. To combat the Droids, a special combat ship was developed.

ROX-64 (VS64-0152)

Available only on cassette.
Rox is a challenging game involving the defence of your lunar base from a deadly meteor shower. Rox includes amazing sprite graphics displays and spacy sound effects and an awesome 'mothership' display if you win the game. Top 10 scores are tabled along with their names. Study the listing and learn to use sprites and sound on this outstanding machine.

Lazer Zone (VS64-0154)

Available on cassette only.
Object: As a Zone Gunner you must protect your Lazer Zone from attack by hostile aliens. You control two spaceships, each with a rapid-fire Plasma Cannon.
Your Objective: Simply to vaporise as many nasties as you can before you are yourself rendered into your component atoms.

MICRO SIMPLEX

Simplex 64

(VS64-0770)

Simplex 64 is a weekly accounts program developed for small businesses, and especially shop keepers, to use on the Commodore 64 personal computer.

The program is friendly and easy to use as it 'asks' for information and 'tells' you what to do next, when you have entered the information it asks if it is right (yes/no). All you need to do is press Y key for 'yes' and N key for 'no'. The information will either be stored in the computer or deleted. If the entry is correct not only does the program enter it in your weekly records, but carries the figures through to summaries which will enable you to make out a set of final accounts at the end of the year.

You will have a completely accurate V.A.T. record and V.A.T. account each quarter. You do not need to make your V.A.T. entries separately. You enter the V.A.T. amount when you enter your invoices. The computer will sort this for you. The program caters for the special retailer V.A.T. schemes A, B, C, D, E and F.

We have written the program on a 'Menu' basis. You choose what you want to do by a single key depression (see sample opposite)

Data Input is used regularly because everyday you must input 'takings', 'stock payments' and 'other payments'.

Data View for you to see the entries you have made.

Data Print You need to go into this section to print out your weekly figures.

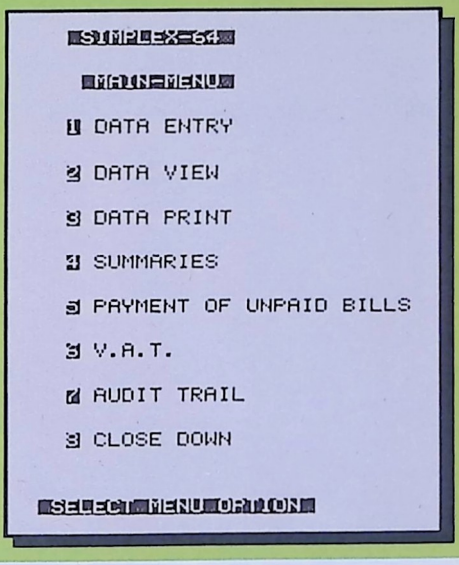
Summaries To view or print-out the performance of your business

Unpaid bills By entering your 'unpaid invoices' in this option, you are reminded that you have to pay them.

V.A.T. When you wish to complete your V.A.T. return you use this option

Audit Trail This option will produce a listing of all transactions.

By joining the Micro-Simplex Users Club for a small fee you are entitled to free of charge, new disks if any changes take place in the VAT legislation or accounting rules. Notification of every new version of the program and receive each issue of 'Micro-Simplex News' which contains useful tips on using your system, and regular contact with other Micro-Simplex users.



commodore

CARTRIDGES

Radar Ratrace (RRR 6410)

Greater than the colourful antics of Tom and Jerry. Like Jerry you are a mouse who cannot resist all the tempting cheeses placed around a maze. Oooo . . . the smell of the cheese and you can sense where they are on your natural radar. Do I smell a rat or is it a cat? Be careful there are cats lurking around corners and rats in pursuit. Don't get caught or else you lose one of your three lives (yes, only cats have nine lives). Still you are a clever mouse. You can always confuse a rat by laying a false scent. A mouse never says die when there are cheeses about. They are so tempting and so is a high score (20,000+).

Only available on cartridge for use by either joystick or key board.

Sea Wolf (SWO 6410)

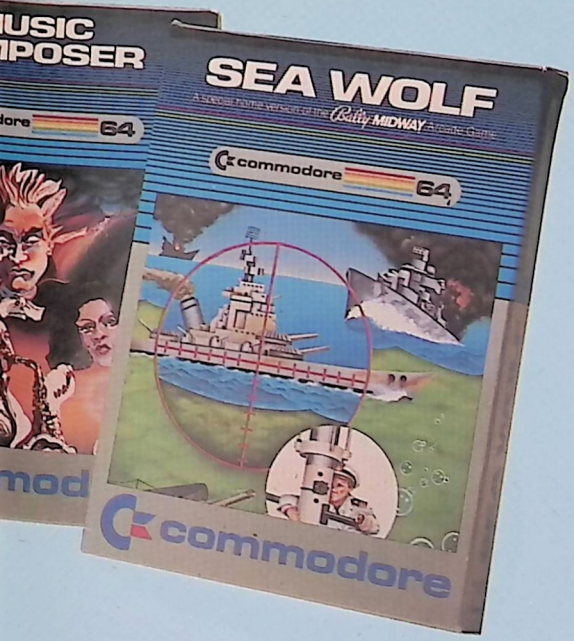
You are the commander . . . and SEA WOLF puts you in charge of sinking and destroying all enemy ships. You are primed with four torpedoes, but, use them wisely because it takes three seconds to reload. The duration of the game, which you select, can be between 1-9 minutes. Played by one or two players using paddle(s).

Available only on cartridge.

Clowns (CLW 6410)

Position the see-saw so that the clown can jump up and burst the balloons. Do not let the clown miss his footing or else you lose one of your five possible goes. There are three rows of different coloured balloons. If the clown clears a row of one colour you get bonus points and if he is really flying and clears the top row you have a bonus go.

Available on cartridge to be used with paddles.



Music Composer (MCO 6410)

This is your opportunity to compose your own music. First you can see and hear the sample tune being played. Press a key and you can have your computer keyboard transformed into a piano keyboard. Make up a simple tune and save what you have composed on tape. Play it back to ensure that you have the tune right - see the tune depicted in black or in colour. Now comes the fun part of playing around with your tune. You may have any three of nine instruments to play for you. The tune can be pitched in different crochets and quavers but you do not have to worry about this. Other special effects include:

- Attack/Decay: you can adjust the length of time it takes for a note to reach full volume or alternatively the time it takes to fade.
- Waveform: this determines the tonal quality of the sound produced by your "instrument". This is certainly worth experimenting with.
- Filtering: this allows you to choose which harmonic frequencies are heard (various combinations possible).
- Vibrato: a rapid variation in pitch, adding a warmth and expression to the sound.

There are many more effects which are all easily accessible through a straightforward menu structure. All is explained in the accompanying manual. Now, you can go on and start composing your first symphony. DA-DA-DA-DAAAA . . .

Available only on cartridge.

STACK

The Light Pen

(VS64-0905)

A beautifully styled, high accuracy colour light pen for the Commodore 64.

So easy to use . . .

simply point your LIGHT PEN at your T.V. and treat the screen like a sheet of paper . . . sketch your own graphics . . . paint in colours . . . produce all sorts of shapes! It even READS from the screen as well!

Software allows you to save your creations on cassette or obtain a paper copy on your printer.

As you will see, the range of applications are as wide as your imagination.

Comes complete with a free game on cassette to get your light pen software library started.

Othello (VS64-0906)

Pit your wits against your partner in 16th Century Venice – a battle for territorial dominance using the Light Pen to make your move.

Will only operate with Light Pen (VS64-0905).

Seek and Destroy

(VS64-0910)

You are in command, protect your fleet – but you still have to seek and destroy the enemy subs and battleships.

Will only operate with Light Pen (VS64-0905).

64 Simon (VS64-0912)

Are you quick on the draw? A true test of your Simonskills, its you and your Light Pen versus your CBM 64.

Will only operate with Light Pen (VS64-0905).

Life (VS64-0907)

Form the "membranes" of cells at random or in the shape of your choice using the Light Pen. Start their development and watch . . . an endless myriad of life forms appear and develop on screen.

Will only operate with Light Pen (VS64-0905).

Go (VS64-0908)

A traditional Oriental game of strategy. Surround your opponents and you've captured them. An extremely skilful Light Pen game.

Will only operate with Light Pen (VS64-0905).

Draughts (VS64-0909)

The classical game with flashing pieces, kings, optional "forced capture", colour and sound. Played on your TV screen with the Light Pen.

Will only operate with Light Pen (VS64-0905).

Lost in the Labyrinth

(VS64-0911)

Will only operate with Light Pen (VS64-0905).

Experience the frustrations and torments of an explorer lost in a labyrinth of tunnels. Only the Light Pen can get you out safely.

Crossword Twister

(VS64-0913)

Will only operate with Light Pen (VS64-0905).

A crossword with a twist! Everchanging letters thrown at you to fit into your crossword panel.

Concentration

(VS64-0915)

The well known "memory contest" card game. Touch the face-down playing card with the pen and it appears face-up. Try and pair it with the same value card. If successful the pair disappear from the screen. If not, try again with other cards. Try and remember which card is where as you try to pair! The pack is repositioned after each game.

Will only operate with Light Pen (VS64-0905).

Programming Aids

64 Sprite Editor

(VS64-0916)

Design your own 'MOBS' or 'SPRITES' with this very good utility software. Your imagination can become a reality as ideas of shapes, creatures, space objects all take shape on screen using the editor.

If you are adventurous with graphics this program is for you.

64 Centronics Parallel Interface (VS64-0903)

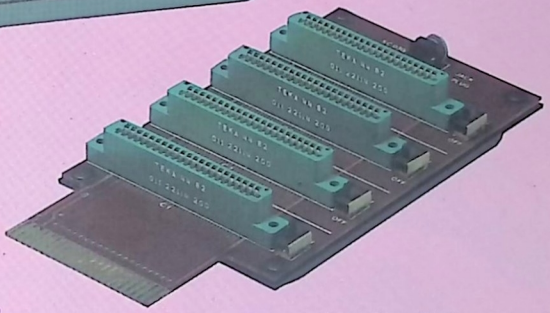
Now Professional printouts from your 64 with a parallel printer is possible.

The Stack Centronics parallel interface consists of a cable with software on cassette which will allow a Centronics style parallel printer to be used with the Commodore 64.

The Analogue Joystick

(VS64-0902)

Programming the Commodore 64? WHY NOT WRITE YOUR VERY OWN GAMES! The ANALOGUE JOYSTICK will add another dimension to the games you write. It gives you full Joystick control in ANY direction Move your spaceship in a figure of eight or loop the loop – you aren't restricted to up, down, left, right any longer!



64 4 Slot Motherboard

(VS64-0901)

Use up to 4 cartridges AT THE SAME TIME! Stack's 4 SLOT MOTHERBOARD fits into the cartridge port and allows you to leave four cartridges in place switching each on and off as required. No more wear and tear on our valuable cartridges! And it's available at a sensible price too!

STACK

64 4-ROM Cartridge

(VS64-0914)

(not illustrated)

Put your own Eproms on cartridge! The Unit consists of 4 free Eprom slots on a cartridge and allows 4 Eprom to be switched into the 64. It gives a very economic way of buying your extra utilities — a must for the enthusiast.

64 RS232 Serial Interface (VS64-0904)

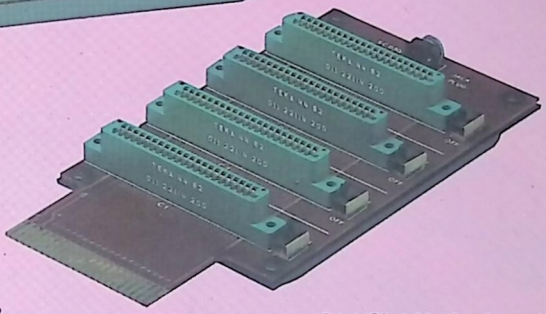
Connect serial peripherals to your 64!

The RS232 interface is a device which fits onto the Commodore 64's user port and can be connected to an RS232 serial device such as a printer using a cable.

64 Centronics Parallel Interface (VS64-0903)

Now Professional printouts from your 64 with a parallel printer is possible.

The Stack Centronics parallel interface consists of a cable with software on cassette which will allow a Centronics style parallel printer to be used with the Commodore 64.



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SILICA SHOP

Silica Shop the leading computer specialists offer a range of controllers for Commodore computers. This well tested range provides a superior alternative to the standard accessories.

Extension Lead

(VS64-0804)

Ever felt restricted by the length of your joystick lead? This 12' extension lead will solve that problem for good.

Redball Joystick

(VS64-0801)

The leading arcade joystick manufacturers have produced a quality joystick for the home enthusiast. The arcade-type red ball handle moves smoothly and easily into all 8 standard positions. Two fire buttons are incorporated one on the base and one on the top of the red ball handle. A slide switch enables you to select the fire button of your choice and the joystick is supplied with a 5' cord.

Starfighter Joystick

(VS64-0802)

This sturdy and compact joystick is just 3½" tall. Its smooth moulded corners and positive response make the Starfighter an enjoyable joystick to use. It is built to last and comes with a two year guarantee.

Paddle Controllers

(VS64-0803)

The famous computer paddles are now available to Commodore owners. Supplied as a pair they are good value for money.

dbm DIRECT DATA MARKETING LTD

Factory Manager

(VS64-0925)

Factory Manager provides a full record of progress on individual jobs including time required for completion, costs etc.

Factory Manager lets the user specify the processes relevant to each job.

If a particular stage of production is slow or causing wastage of materials, the progress reports available each day show the operative concerned, his rate of production, and extent of wastage.

On the Commodore 64, up to 100 jobs can be monitored, each using up to 10 processes from a total of up to 20 possible processes within the Factory.

Stock Control

(VS64-0926)

Not merely can you display details of Stock number, item description, current stock balance, minimum stock and unit cost, but you can also show your current supplier's name, the quantity on order from them, your relevant order number, anticipated delivery date, and even how many have arrived as a part delivery.

Up to 1000 lines of stock can be handled.

Printed reports include a list of those products below minimum stock. Full stock valuation. Daily list of stock movements.

If you only want a report on a section of stock numbers, you just specify the range of numbers you want included.

Assemblies Option

(VS64-0927)

Components list parts and volumes required to complete a desired number of finished products.

Lists all components for which insufficient stocks are available to complete any job.

Monitors 50 different assemblies each with up to 25 different component parts in various volumes.

64E TIPS

Here is a short program to illustrate the high resolution graphics on the CBM 64. Try it and see the results.

See User Manual Page 57 for explanation of symbols.

```
5 REM HI-RES ON THE 64
10 VC=13*4096+13*256:V=13*4096:POKE53280,0:POKE53281,1
15 PRINT"[redacted]SORRY TO KEEP YOU WAITING I WILL BE AS [redacted]
   QUICK AS IS  POSSIBLE."
16 POKE53280,6
20 FORX=0TO8192:POKEX+24*1024,0:NEXT
25 PRINT"[redacted] WON'T KEEP YOU WAITING MUCH LONGER.":POKE53280,2
30 FORX=0TO1024:POKEX+16*1024,11:NEXT
40 POKEVC,PEEK(VC)AND254:REM SET UP VIC CHIP
50 POKEV+24,8:REM CHANGE VIDEO MATRIX BASE
60 POKEV+17,PEEK(V+17)OR32:REM SELECT BIT MAP MODE
70 W1=5:W2=50:POKE53280,0
75 FORG=1TO30
80 FORS=0TO6.5STEP.02:X=W1+SIN(S)+160:Y=W2+COS(S)+100
90 X=INT(X+.5):Y=INT(Y+.5):GOSUB2000
100 NEXTS:W1=W1+5:W2=W2-5:NEXTG:POKE53280,11:END
1999 REM******PLOT SUBROUTINE**********
2000 Y1=INT(Y/8):Y2=Y-Y1*8
2010 X1=INT(X/8):X2=X-X1*8
2020 CH=(Y1*320)+(X1*8)+Y2:BI=2↑(7-X2)
2030 POKE24*1024+CH,PEEK(24*1024+CH)ORBI:RETURN

READY.
```

L.D.B. SOFTWARE LIMITED

Multi-Pack (VS64-0651)
Available only on cassette.

Gammon 64

This is the old family game of Backgammon. Full rules are included, and for those who wish an example game can be played with the computer making each move. You are then able to follow the game and watch the tactics. Alternatively you can compete against the computer, or if you wish, another player. An all round entertaining game.

Nine Mens Morris

For the first time this enchanting game which has it's origin way back in history has been brought up to date on the computer. This is a two player board game set out in the form of a grid. You each have nine counters and take it in turns to get three in a row. When this happens you may remove one of your opponents men. The game develops into the second stage in a fight to remove your opponents pieces or bottle him up so that he cannot move. Full colour and sound with instructions in the text.

Cymon

A game for fast reflexes and good memory. Four colours are presented on the screen with a different sound for each. The object is to make as long a sequence as possible. Ten different speed inputs with a grade given at the end of the game. Hint – the faster the speed chosen, the higher the grade obtained. Can you reach the top grade? Only the best will survive. An addictive game for all the family. Choose your own keys to press.

VULCAN ELECTRONICS

Deluxe Joystick Controller

(VS64-0950)

- Contour grip design
- Deluxe positive response fire button
- Conventional type firing button
- Extra long 4 foot cord
- Rubber suction cup footing for stable one-hand operation
- Contour groove for sure grip

64

For those of you who wish to write games for the joystick, here is the routine that is required to read the input of information from the joystick.

See User Manual on Page 57 for explanation of symbols.

```
0 REM ***TO READ JOYSTICK PORTS ON THE 64
10 INPUT"■■■■  WHICH JOYSTICK ONE OR TWO.";J
20 IF J>2 OR J<1 THEN 10
30 IF J=2 THEN 90
40 PRINT CHR$(5);"■■■■  THIS IS READING JOYSTICK ONE."
50 PRINT"■■■■■■■■■■■■■■■■"
60 S=NOT PEEK(56321)AND15:F=PEEK(56321)AND16
70 GOSUB 140
80 GOTO 60
90 PRINT CHR$(5);"■■■■  THIS IS READING JOYSTICK TWO."
100 PRINT"■■■■■■■■■■■■■■■■"
110 S=NOT PEEK(56320)AND15:F=PEEK(56320)AND16
120 GOSUB 140
130 GOTO 110
140 IF (S AND 1) THEN PRINT TAB(17);"UP    ■"
150 IF (S AND 2) THEN PRINT TAB(17);"DOWN  ■"
160 IF (S AND 4) THEN PRINT TAB(17);"LEFT  ■"
170 IF (S AND 8) THEN PRINT TAB(17);"RIGHT ■"
180 IF F=0 THEN PRINT TAB(17);"FIRE  ■"
190 IF S=0 THEN PRINT TAB(17);"      ■"
200 RETURN
READY.
```

PRICE LIST

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4. Under normal circumstances your order will be delivered within 28 days. Any delay to this date will be notified by post.
5. All items featured in VICSOFT are guaranteed for a period of one year. In the unlikely event of any product becoming faulty, please return it to VICSOFT for immediate exchange.

Please Note: The above guarantee does not affect your statutory or common law rights.

6. Remember, when you become a VICSOFT member you are eligible for specially discounted prices on selected merchandise. When completing the order form please include your VICSOFT number and refer to the price list for your member's discount.
7. Orders under £20 — please add 50p per item — Postage/Packing and Insurance.

Sample order form:

Please send me the items I have indicated.

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SWA 6420		STELLAR WARS	£4-99	1	£4-99
			Total Amount		£54-99

THE COMMODORE CHALLENGE

SOFTWARE WRITING COMPETITION

If you've been playing around at home developing original games and programs for your Commodore computer, send your best — on cassette or disk, please — to the Commodore Challenge contest. Include a brief description of the program's purpose, including documentation on how to use it. If it's a game, be sure to include instructions.

Should your program reach the high standards set by Commodore, whether you're a professional programmer or a talented amateur, we will offer to sell it worldwide — with a royalty payment to you.

All entries become the property of Commodore Business Machines (UK) Ltd. upon submission and should be sent to:

The Commodore Challenge Contest, Commodore Business Machines (UK) Ltd., 675 Ajax Avenue, Slough, Berks SL1 4BG.

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GLOSSARY OF TERMS

Here are some words you encounter in literature about your Commodore 64. We'll publish more in each VICSOFT issue.

ARRAY A sequence of related variables that are accessed in matrix form.

ASSEMBLY LANGUAGE A language designed to make the writing of machine code easier.

BASIC The most popular computer language that is the simplest to use and learn.

BIT Made up of BInary digiT and is the term to describe to 0's and 1's of binary code which the computer is able to understand.

BYTE A term to measure the number of BIT's — 8 BIT's to 1 BYTE. One BYTE is used for each character in a program including spaces.

BUG A slang term to indicate a mistake either in a program or a mechanical/electronic fault which prevents the program from working.

CHIP A term given (normally to the finished product) of a slice of silicon on which is etched all the components which make up an integrated circuit.

DISK A magnetic storage device which may be floppy disk or hard disk. A hard disk stores more information and is correspondingly more expensive.

GRAPHICS A name given to a character which is not a letter or a number.

HARDWARE A term which covers the general makeup of a computer, i.e. the machine itself and its components.

HIGH RESOLUTION A term to describe the facility of the micro-computer to be able to draw very fine lines between programmable points on the screen.

KILOBYTE A measurement of computer memory which is a 'binary thousand', i.e. 1024 bytes, so 5K is equivalent to 5120 (5 x 1024) bytes.

LOOP Refers to the repeated execution of a series of instructions for a given number of times.

MACHINE CODE The language that the heart of the processor uses. May be programmed directly in which case the program is very fast compared with BASIC.

MEMORY That area of the computer from which data or information can be stored and later extracted.

PEEK A BASIC statement which allows you to read the contents of a specific memory address.

PERIPHERALS That equipment other than the computer which can be linked with the computer, e.g. printers, disk drives and VDU's.

POKE An instruction commonly used in most versions of BASIC which allows you to store integers on a specific memory location.

RAM (Random Access Memory) A volatile memory chip which can be temporarily loaded with data. Memory is lost on switch off.

REGISTER A location in memory that controls a specific operation.

ROM (Read Only Memory) A non-volatile chip from which data can be read from and not written to. Does not lose its memory on switch off.

SPRITE A programmable object that can be made to move around the screen. Up to eight sprites can be displayed and moved independently at any one time. (IN BASIC)

VOICE The CBM 64 contains three sound channels, voices, which can be programmed to play separately, in pairs or all together.